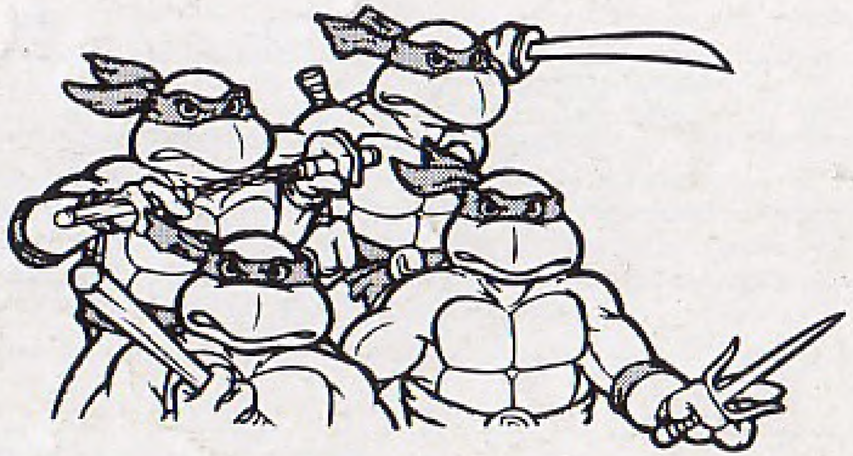

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Game counselor line: (708) 215-5111

EmuMovies

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HOW TO PLAY

KONAMI®

NES-T3-USA

TEENAGE MUTANT NINJA TURTLES III THE MANHATTAN PROJECT™

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WELCOME TO THE WORLD OF KONAMI!

Cowabunga! You are now the most awesome owner-dude of Teenage Mutant Ninja Turtles® III – The Manhattan Project™ for the Nintendo Entertainment System.® We suggest that you get totally hip to the following instructions before taking on this radical new challenge.

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WILL THE HALF SHELLS BE WASHED UP ON THE BEACH?

Sun. Sand. Surfboards. Shredder? Talk about a party pooper. The Teenage Mutant Ninja Turtles try to take a vacation only to have it cut short by Shredder's shadiest sham yet. He'll stop at nothing for revenge. This time that ice-hearted anti-hero made off with the entire island of Manhattan. His sinister alien ally Krang has given him the technology to rip the bustling borough from its earthly ties with a rumbling earthquake and lift it into the sky. If our holiday heroes ever want to see April O'Neil and the Big Apple in one piece again, they've got to burn rubber and get back home!

DO THE SHELL SHOCK ROCK

Getting back to Manhattan will be no smooth sail. You'll have to use every modus travelus imaginable, including jet surfboards, a battleship, a blimp and your own ingenuity. Here's why. Shredder's set up dastardly detours every inch of the way with the most mindless meat-ripping maniacs ever to have a taste for turtle. And he's taught them quite a few new treacherous tricks. The burliest beasts of all await at the end of all 8 totally awesome levels. But keep that melon of a chin up; you've got some stunning new moves yourself. You can take out enemies and rack up points for the good guys. So suit up with the turtle of your choice and prove that crime and late pizza deliveries never pay.

How To Start Hanging With The Dudes

Insert your Game Pak into the NES™ and turn it on. Press the START BUTTON and you will be at the Player Select screen. Press the SELECT BUTTON to choose 1 Turtle, 2 Turtles A or 2 Turtles B. In 2 Turtles A mode, you can battle the geek gang simultaneously with a partner, but be careful not to accidentally ninja chop your comrade because you can inflict damage on each other. In 2 Turtles B mode, you travel as a team also, but your attacks won't cause damage to your partner. Once you've made your choice, press the START BUTTON to move to the Turtle Select screen. NOTE: If you are playing in 1 Turtle mode and you have at least one extra Turtle Life to share, a second player can join in at any time by pressing the A BUTTON on the second controller.

Pick a Shell, Any Shell

Leonardo, Raphael, Michaelangelo and Donatello are at your disposal with each of their unique ninja specialties. Move the CONTROL PAD Left or Right to select the turtle who turns your crank, flips your switch or suits your fancy. When you've decided, lock in your choice with the A BUTTON. In 2 Turtles mode, the same turtle cannot be chosen by both players. You have four turtle lives total, or four each in 2 Turtles mode. Gobble up all the pizza in your path to restore your energy. Earn points for pulverizing the pin heads and get an extra life after every 25,000 you score. When a stage is cleared, you will receive a Time Bonus equal to the amount of time remaining. Now you're ready for a savage surfin' safari, turtle-style.

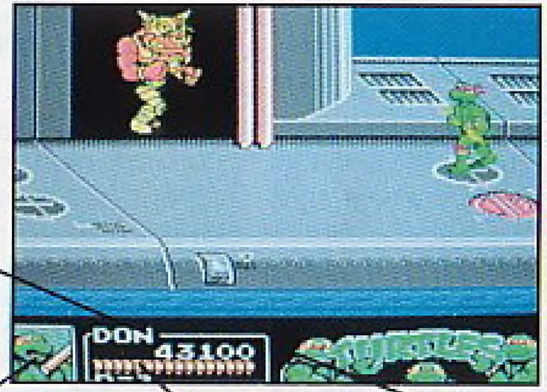
Pulling Off The Turtle Switcheroo

Once you've used up all that pizza inspired energy of yours (bogus), you will see the word SELECT appear on your Turtle Indicator (cool). Time to choose another ninja. Switch to the turtle of your choice by moving the CONTROL PAD Left or Right. You can pick the same turtle you were just using, but you cannot pick your partner's turtle if you're playing in 2 Player mode. Your point total will stay the same. Lock in your selection with the A BUTTON. Once you've used up all your lives, you move to the Game Over screen. In 2 Turtles mode, if you reach Game Over and you have no more lives, you can borrow an extra life from your partner by pressing the A BUTTON. NOTE: You can switch turtles at any time during the game when one of your lives runs out.

To Be, Or Not To Be Continued

When you've reached the Game Over screen, there's no reason to be totally bummed out. You can choose to Continue up to three times. Select CONTINUE with the CONTROL PAD and press the START BUTTON. If you choose to Continue, you will be at the very beginning of the level you were just in with the same point total. Sock it to 'em, Samurai!

CHECK OUT THE SCREEN



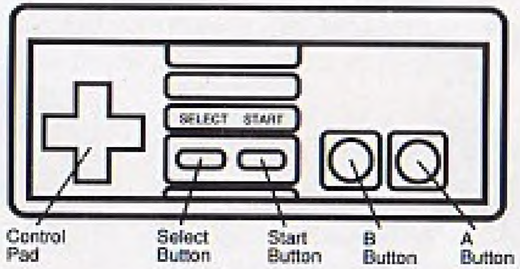
Point total

Turtle in action

Lives left

Energy gauge

TOTAL CONTROLS



SMOOTH MOVES

Those training sessions with Splinter are about to pay off in a big way. Shredder's got some dirty tricks up his kimono sleeve, but you've some new ninjitsu nastiness of your own.

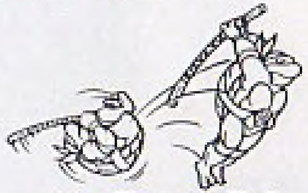
Attack:	Press the B BUTTON.
Flying Flip Jump:	Press the A BUTTON.
Flying Ninja Kick:	Press the B BUTTON mid-jump.
Jab & Toss:	Press the CONTROL PAD Down and the B BUTTON simultaneously.
Get Loose:	If you get bitten by a Mouser, or get your arms pinned by a Foot Soldier, you can get free by tapping any button rapidly.
Pause:	Press the START BUTTON during game play. Press again to resume play.

TUBULAR TURBO ATTACK MOVES

Your most powerful secret, but when you use one, you'll use up one unit of energy. Although, if you only have one unit left, it won't be used up. Each turtle has his own specialty. To engage a Turbo Attack Move, press the A & B BUTTONS simultaneously.

Leonardo's Cyclone Sword Spin

The Big Kahuna of the bunch has come up with a new use for his Katana Blades after observing his blender one day.



Donatello's Knockout Roll

Still the brains of the operation, Donatello has figured out a way to make the enemies look like a league of bowling pins.

Michaelangelo's Kangaroo Kick

Luckily, our fun-loving friend has found time to put down his pizza and nunchukas to learn this powerful stomp.

Raphael's Power Drill Attack

Always the hot head, Raph has found a way to put it to good use. By becoming a spinning head-first battering ram! And as always, he's got the dual Sai daggers.

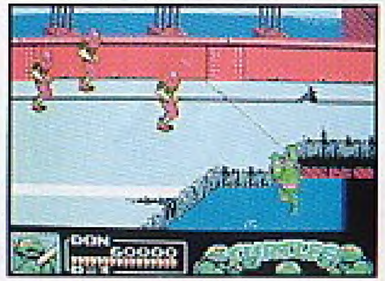
DIGGING THE SCENES

Ft. Slaughterdale Beach

Palm trees and warm sand. It's a far cry from the steel and concrete back home. But Shredder's sent some hometown boys to bring you back to reality by kicking sand in your eyes.

The Typhoon Tidal Pool

Catch a wild wave on your jet powered surf board, but watch out for sharks in Foot Soldier disguises. Baron Von Spleen's Battle Barge will keep your head above water. If you can keep from getting fried by the flame throwers.



Brooklyn Bridge Is Falling Down

Shredder's unnatural earthquake has had some devastating effects on the bridge that'll leave you trembling.

Welcome To The Jungle

Alleys, garages, subway platforms. Never let your guard down for a second or you'll be street slime.

The Sewer Pipe Nightmare

The sewer passageways are like a maze. Pretend there's pizza waiting at the other end for added incentive.

The Technodrome

The shell shaking legend of the Technodrome lives on. Tackle the terrors of Shredder's lair and you'll be one tough turtle.

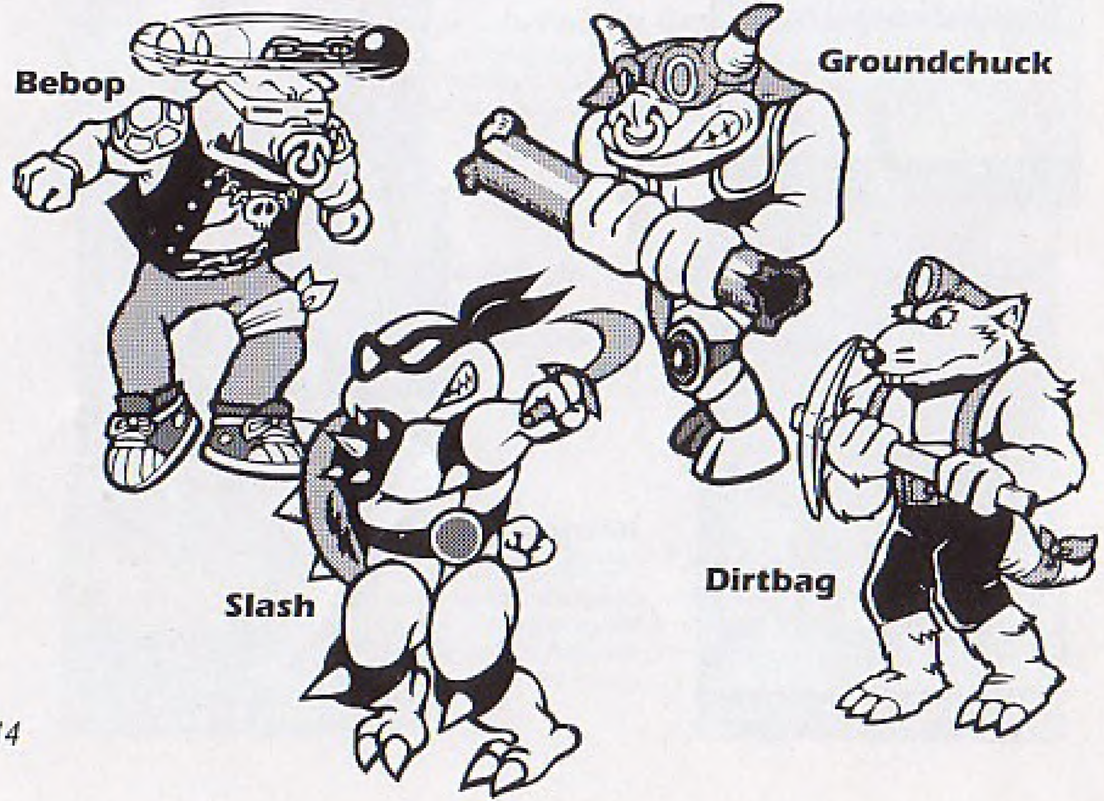
Vertigo Point Tower

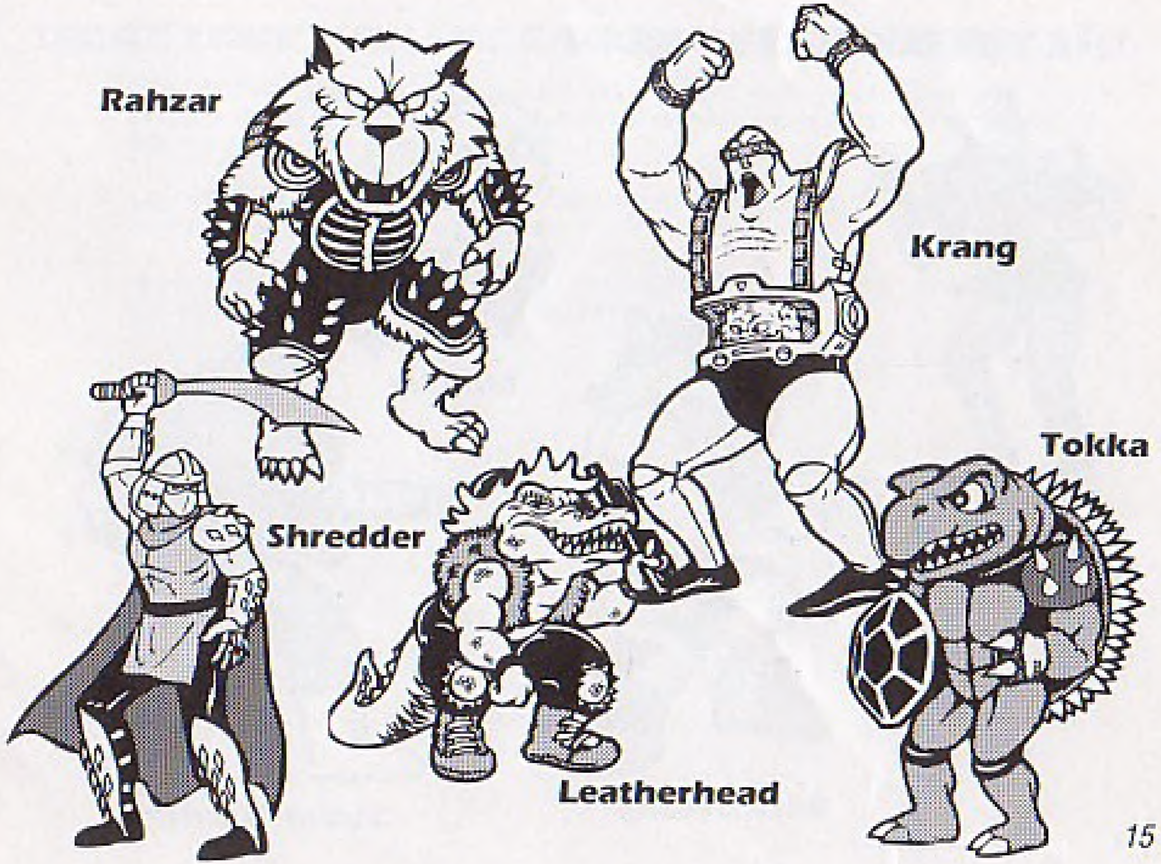
Soar to the roof on an open air gondola on the outside of the building. Don't look down or you may get flattened by falling obstacles.

Krang's Spaceship

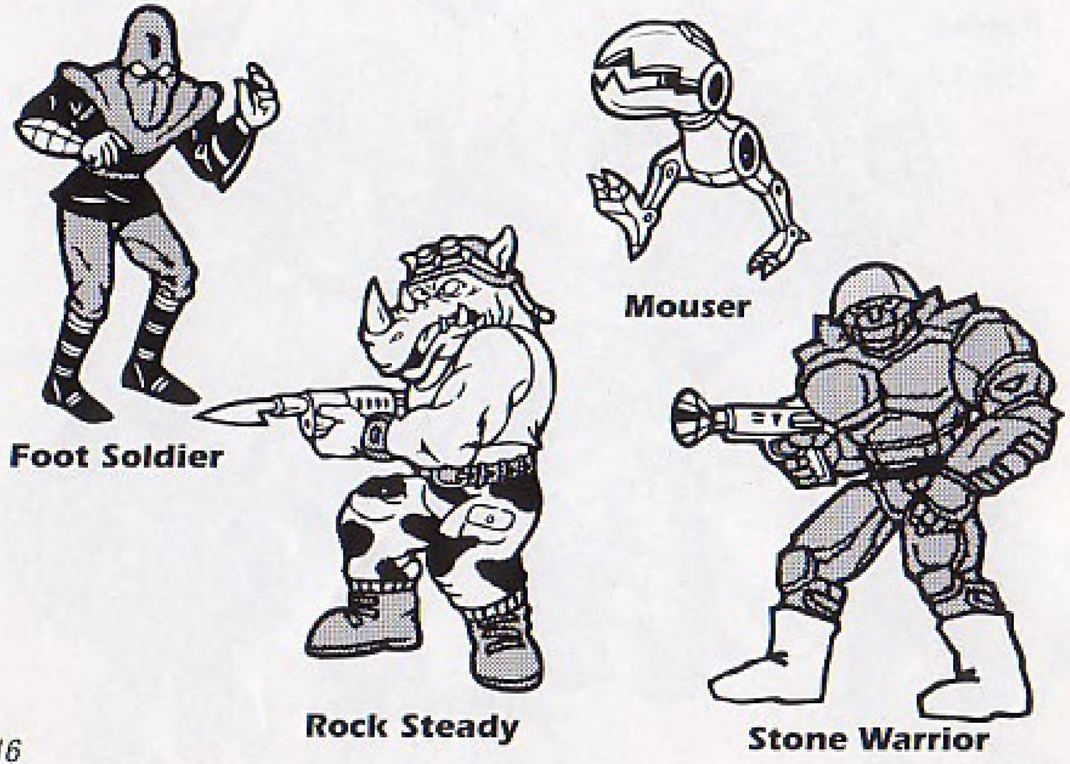
The place has atmosphere. From Dimension XI That can do some strange things to a turtle. Seek out and destroy the Gorgon Gravitation Device before it makes sauce out of the Big Apple!

THE SHRED HEADS





THE TURTLE WAXER TEAM



TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the cassette or removing it from the NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

NOTES

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